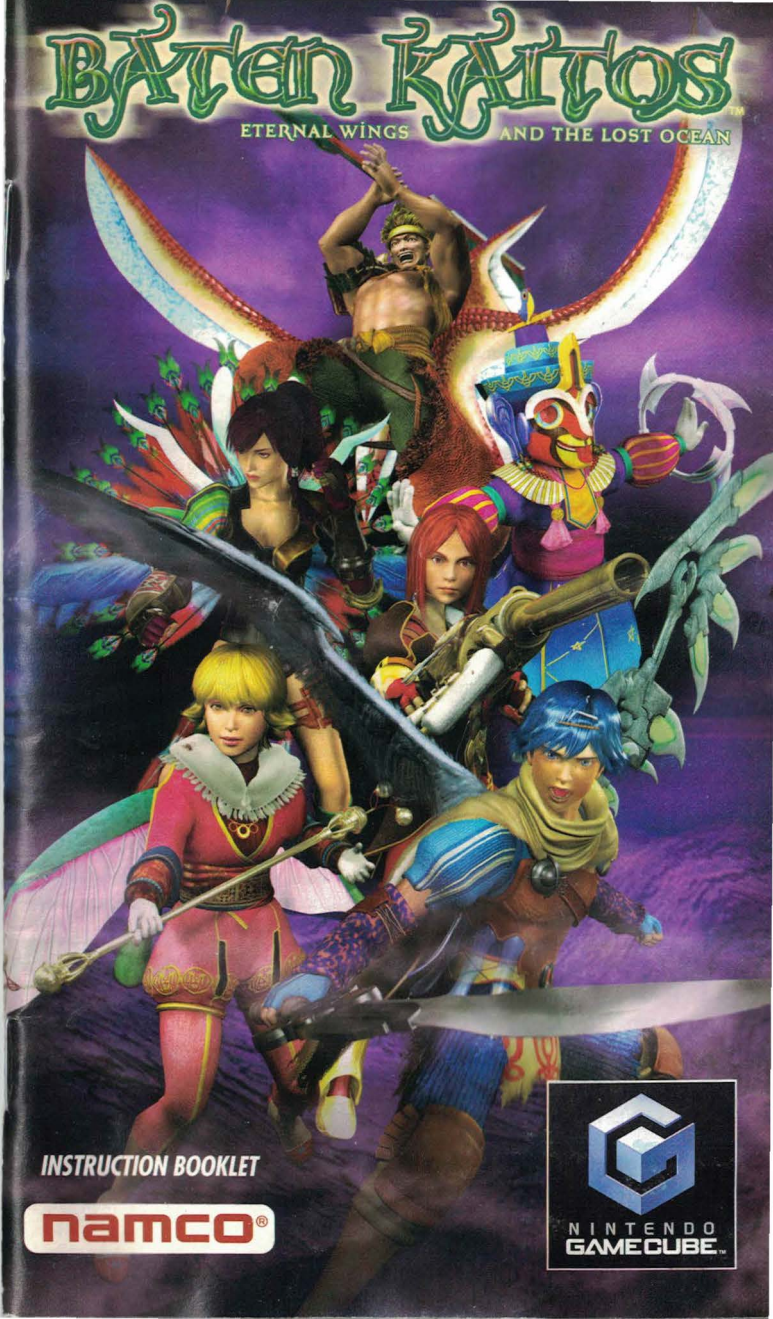
Baten Kaitos™

Eternal Wings and the Lost Ocean



INSTRUCTION BOOKLET

namco®

NINTENDO GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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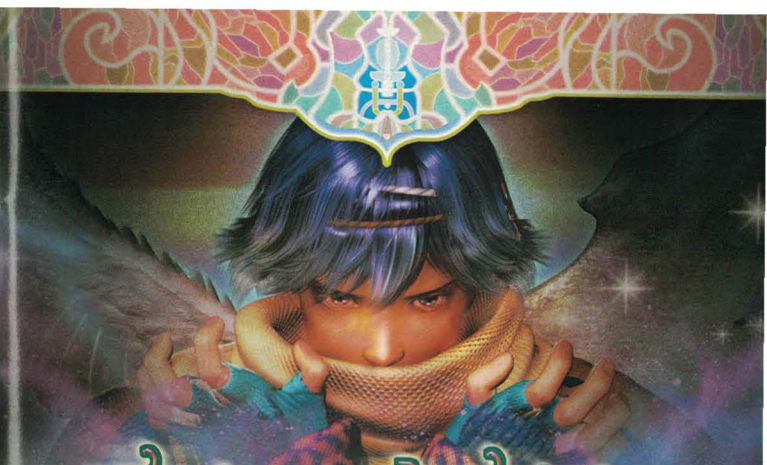


BAHEN KAITOS™

ETERNAL WINGS AND THE LOST OCEAN

TABLE OF CONTENTS

THE STORY 4
THE CHARACTERS 6
SETTING UP 8
CONTROLLER 10
STARTING THE GAME 10
GAME CONTROLS 11
MAGNUS 14
FIELD SCREEN 18
SUB-WORLD SCREEN 22
CAMP SCREEN 23
BATTLE 33
CREDITS 45

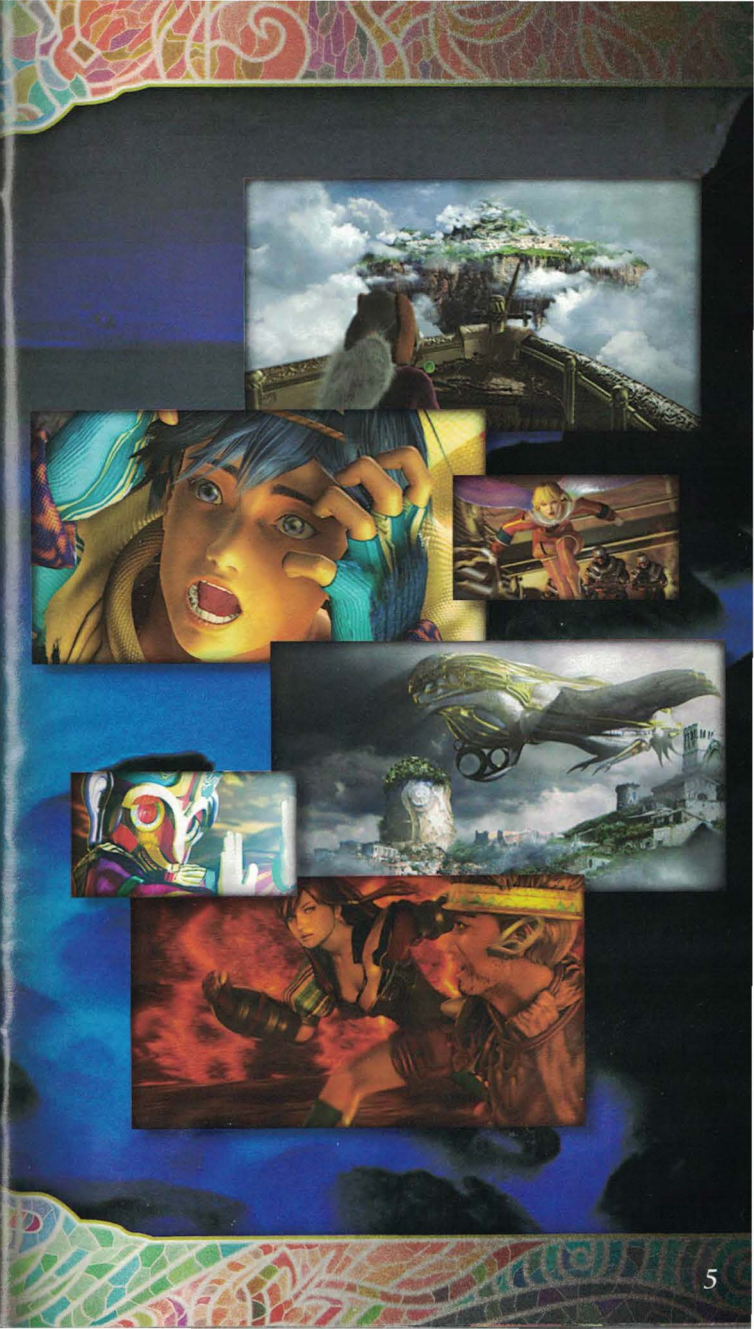
The Story

It is a time when the existence of Ocean and Earth has been regarded as a mere fairytale – past down for generations.

Kalas is a rebellious youth seeking revenge for the murder of his grandfather and brother.

Xelha is a young woman out to save the world from a brewing crisis.

Our two main characters cross paths and the story unfolds in a world of massive islands, floating high up in the sky. Rife with emotion, deceit, and faith, a tale of the world's destruction and rebirth begins.



The Characters

The journey unfolds quickly around Kalas, Xelha, and you, a Guardian Spirit. Along the way you will run into many obstacles, but also many people who will help you on your journey.

Kalas

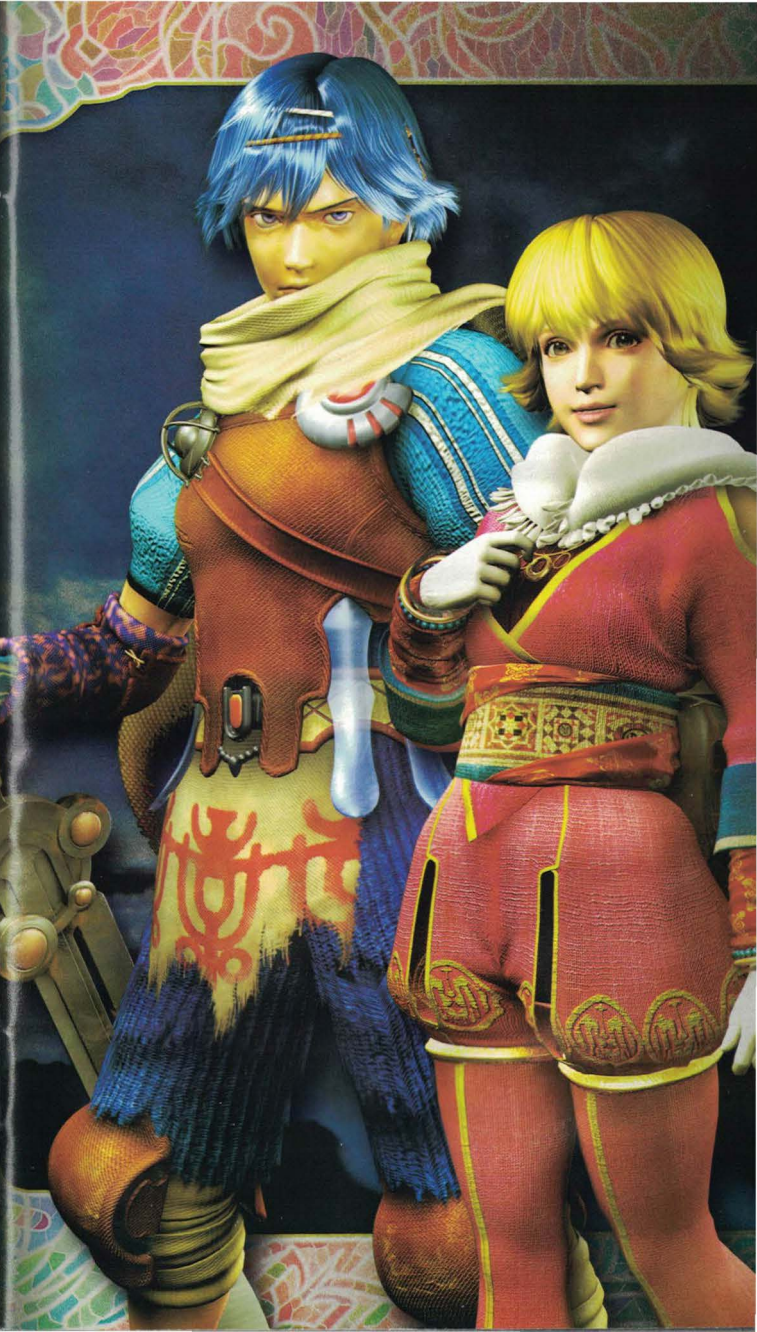
A young man out for revenge against the killer of his brother and grandfather. Born with only one "Wing of the Heart," Kalas wears a mechanical wing, or "Winglet," to suffice. Although his careless attitude and recklessness are what set him out on this dangerous adventure, he has the wits and spiritual power to protect him on the way.

Xelha

A kindhearted girl out to stop an evil plot. She finds Kalas in Cebalrai Village, and they join forces soon after. Somehow she seems different from other girls, and you will have to unravel the mysteries behind her true identity.

You, the player

You are a Guardian Spirit who has bonded with Kalas. At the beginning of the game, you will have the ability to select your gender and name as a Guardian Spirit. You must provide guidance and moral support to the characters on their journey. How strong your bond of trust is will greatly affect the frequency of Spiritual Attacks during battle and also affect the ending of the game.



Setting Up

Set up your Nintendo GameCube™ system according to the instructions in the instruction manual. Make sure the POWER Button is turned on. When the power indicator lights up, press the OPEN Button and the Disc Cover will open. Place the *Baten Kaitos™* Game Disc 1 on the disc tray with the label facing up. Manually close the disc cover and the game will begin to load.

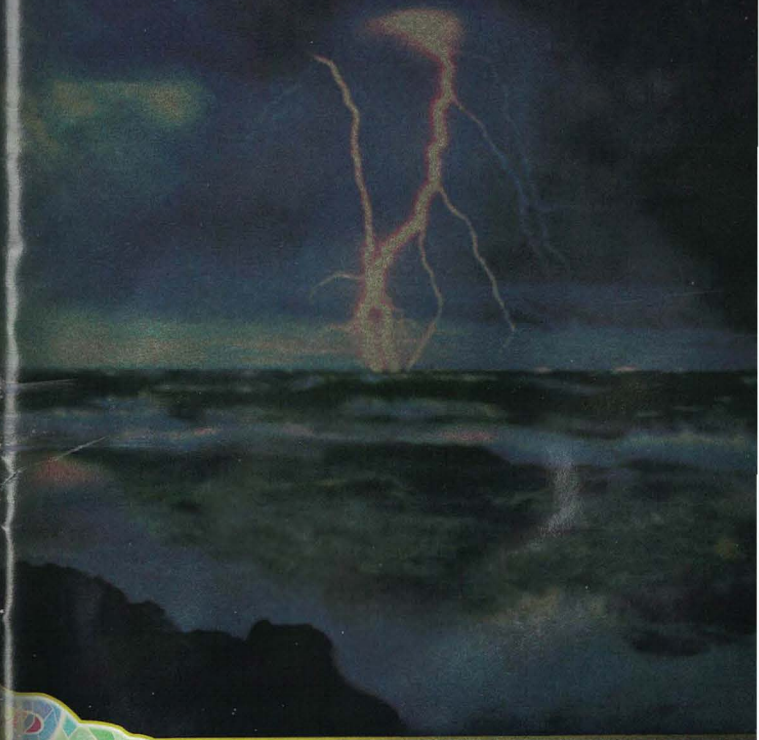
MEMORY CARDS

Insert a Nintendo GameCube™ Memory Card to load a saved game or create a new *Baten Kaitos™* game file. One file and 8 blocks are required to create a new *Baten Kaitos™* game file.

DOLBY SURROUND

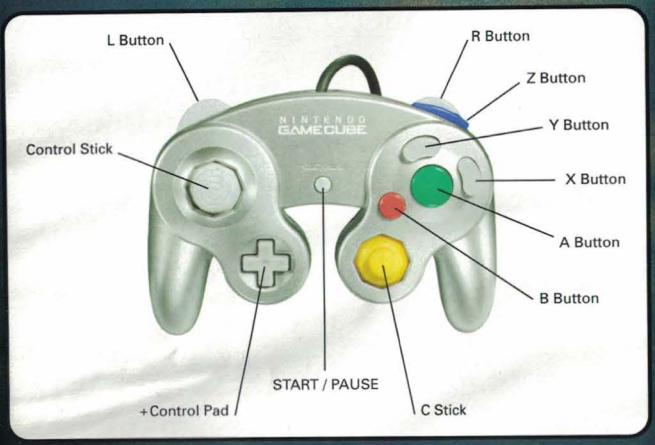
FOR DOLBY® SURROUND PRO LOGIC® DECODING:

This game is presented in Dolby® Surround. Connect your game console to a television or sound system with Dolby Pro Logic®, Dolby Pro Logic II, or Dolby Pro Logic IIx technology to experience the excitement of surround sound. You may also need to select "Dolby Surround" from the game's audio options menu.



Controller

NINTENDO GAMECUBE™ CONTROLLER



Starting the Game

The game *Baten Kaitos*™ consists of two Nintendo GameCube™ Discs. Please make sure to start your game with Game Disc 1. When necessary, a disc-change prompt will appear onscreen and instruct what disc should be inserted. Do not change discs during gameplay unless this message appears.

Game Controls

MAIN MENU CONTROLS

Select Menu Item.....Control Stick or +Control Pad
Confirm Menu Selection.....A Button
Cancel menu selection.....B Button

IN-GAME CONTROLS

These control systems are used with the Sub-World Map/Field Screen, the Camp Screen, and the Battle Screen.

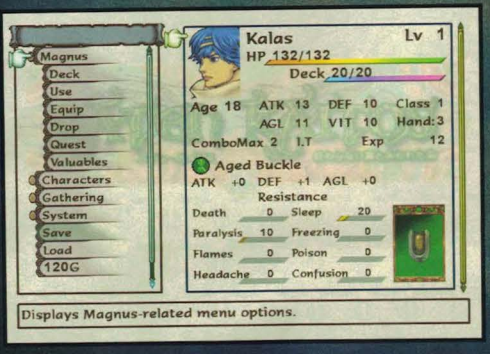
Show Camp Screen .....Y Button

SUB-WORLD MAP / FIELD SCREEN

Move, Move Cursor, Choose Quest Magnus .....Control Stick
Talk, Next, Examine, Confirm .....A Button
Cancel.....B Button
Cycle through Quest Magnus.....C Stick
Show Camp screen.....Y Button
Discard a Quest Magnus while it's displayed.....X Button
Pause Game .....START / PAUSE

Game Controls *continued...*

CAMP SCREEN



Move Cursor.....Control Stick or +Control Pad

Confirm .....A Button

Cancel.....B Button

Move yellow cursor, Resize information window .....C Stick

Discard Magnus.....X Button

Sort Magnus .....Y Button

Resize information in Magnus Window .....Z Button

Move cursor from Deck to Stock.....L Button

Move cursor from Stock to Deck.....R Button

BATTLE SCREEN

Choose Magnus ..... Control Stick or +Control Pad

Confirm Magnus. Move to next battle result screen ..... A Button

Confirm Magnus while specifying its Spirit Number .... C Stick

Select a target (enemy) ..... L Button

Select a target (party member) ..... R Button

Magnus

In order to play the game, you will need to know what Magnus are and learn of the various types. There are basically four different categories of Magnus: Battle Magnus, Camp Magnus, Equipment Magnus, and Quest Magnus. Your party carries all Magnus they obtain as a stock of cards. In this section, only the four main types of Magnus are explained, but you may find other types of Magnus throughout your journey that do not necessarily fall within one of these four categories.

TYPES OF MAGNUS

BATTLE MAGNUS

Battle Magnus can only be used in battle once they have been equipped into your character's Deck. Since each character can only equip a certain amount of Battle Magnus, be sure to check that you are properly equipped for your current situation. You will never lose Battle Magnus in or during battle, so equip and use your best cards. See pg. 33 for more information regarding the battle system.

NOTE: The Camera Magnus is a Battle Magnus that, if used in combat, allows you to take a picture of an enemy or a party member. To take a picture of a party member, just move the cursor over him/her. A photograph of a Boss-class enemy or a good quality picture can be sold at a high price. Since it is an instant camera, it takes about 10 minutes in real time for the picture to finish developing.

CAMP MAGNUS

Camp Magnus can only be used on the Camp Screen. Most of the Camp Magnus will recover character HP or return the character to a non-afflicted state. The Camp Magnus work on all characters, but can only be used once, so be extra sure before you make any final decisions.

EQUIPMENT MAGNUS

Equipment Magnus are character-specific Magnus that can be equipped to enhance your resistance parameters. You can only have one Equipment Magnus set at a time, so make sure you are properly equipped for the situation. See pg. 29 for more information regarding Equipment Magnus.

QUEST MAGNUS

During the game, there will be numerous opportunities to trap an object's "Magna Essence" using Blank Magnus. Once the Magna Essence of an object has been contained in a Blank Magnus, the card becomes a Quest Magnus. Certain townspeople may ask for a specific Quest Magnus, and will usually reward you for your efforts. Some Quest Magnus must be acquired to proceed through the game.

Magnus *continued...*

You will not be able to use the Quest Magnus until you receive Blank Magnus cards. Quest Magnus will only work for special events and will not be usable in regular combat.

> USING QUEST MAGNUS

The Quest Magnus Window appears when tilting the C Stick on the Field Screen or Sub-World Screen. Choose the Quest Magnus you want to use by tilting the C Stick Right ot Left, then press the A Button. Some specific Quest Magnus can be used several times without being exhausted.

To see more details about Quest Magnus, use the 'Quest' command in the Magnus menu in the Camp screen (see pg. 23).

> MAGNA ESSENCE

You can sometimes get Magna Essence in the Field screen. Check the place where ! appears. When you find Magna Essence you will be asked if you want it or not. If you wish to keep it, choose 'YES' by pressing the A Button. Note that you cannot get Magna Essence without a Blank Magnus.

> REVERTING MAGNUS TO BLANK MAGNUS

Magna Essence can be released from a Quest Magnus, thus reverting it back to a Blank Magnus. This can be done by choosing a Quest Magnus from the Quest Magnus Window, and then pressing the X Button (although some Quest Magnus cannot be reverted). Releasing an object's Magna Essence can also be done when selecting the 'Quest' option in the Camp Screen's Magnus sub-menu. (see pg. 29)

PROPERTIES OF A MAGNUS

SPIRIT NUMBER

Each Battle Magnus has a number on its corner called a 'Spirit Number.' Spirit Numbers range from 1 to 9, and playing them in certain orders during battle may provide you with bonus points. Although all Battle Magnus Spirit Numbers are mostly indicated on the upper right corner of the card in the early part of the story, as the story progresses, you will obtain Battle Magnus that have additional Spirit Numbers in other places on the card (there is a maximum of four Spirit Numbers on any one Battle Magnus).

CHANGED MAGNUS

As time passes, some of the Magnus in your Stock and Deck will undergo transformations. For example, a 'bamboo shoot' will become 'young bamboo.' The bamboo shoot Magnus is a health replenishing Magnus, but after transformation into Young Bamboo, it becomes a weapon, so make sure you know exactly what cards are in your Deck and what current state they are in before going into battle! All cards age during game-time. Time will stop, however, when you are in the Camp Screen.

COMBINED MAGNUS

Combining certain Magnus in battle will occasionally create new Magnus. See pg. 44 for details.

Field Screen

To progress in the game, you will need to collect information in various towns, get Quest Magnus, search and explore dungeons, and interact with the inhabitants of the world during your journey. To navigate the Field Screen, use the Control Stick to move a character.

TOWNS AND VILLAGES

One type of Field Screen is the town. You will encounter many towns along your journey. They are great places to interact with the locals, which may provide useful information and sometimes valuable Magnus.

1. **People** - You can talk to the people in towns if you face them and press the A Button.
2. **Quest Magnus Window** - You can open the Quest Magnus window by tilting the C Stick. It will also open automatically depending on the situation. (see pg. 29)
3. ◆ - When ◆ appears on the screen, you can examine that specific area by pressing the A Button.

SHOPS

You can buy/sell Magnus and recover HP in shops you find in towns. Choose the item with the Control Stick then press the A Button to confirm a selection. While visiting a shop you may:

> **SHOP**
Go to a shop to BUY or SELL various Magnus. Make sure to stock up on all the necessary Magnus and sell any fully-developed pictures you may have taken.

> **REST YOUR WINGS**
Choosing this allows all party members to recover their HP.

> **LEAVE STORE**
Choose this to leave the shop.

NOTE: In *Baten Kaitos™*, you can only make money by selling Magnus to a shop, usually found somewhere within a town.

Field Screen *continued...*

DUNGEONS

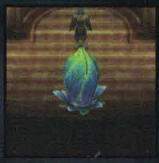
Another type of Field Screen is the Dungeon. Dungeons are places where you may encounter combat.

1 Ladders
To climb a ladder, press the A Button to grab it and then use the Control Stick to climb up and down.

2 Enemies
If you bump into an enemy, combat will ensue (see pg. 33).

3 Treasure Boxes
Press the A Button to examine them.

BLUE AND RED FLOWERS



While standing inside a Blue Flower, press the A Button and you will be able to either save your game, or warp to the church to power your character up. Red Flowers will only allow you to save your game.

SAVE YOUR PROGRESS

Selecting this brings up the Save Screen for you to save your current progress to a Nintendo GameCube™ Memory Card, provided there is one present (see pg. 32).

VISIT CHURCH

Warp to the church and talk to the main priest. If you choose to pray, you will be able to upgrade your character's level and class.

Level Up - To level up you need to acquire a certain amount of experience points. Earn experience points by defeating enemies. When you level up, your HP will be replenished and any ailments you may have will be healed.

Class Upgrade - In order to be able to upgrade the class of a character, you will need to acquire the necessary character-specific Magnus card.

DO NOTHING

This selection will do nothing and close the selection screen.

Sub-World Screen

A complete view of a floating island will appear in the Sub-World screen. Use the Control Stick to move among towns and dungeons, then press the A Button to enter when the name appears onscreen.

Camp Screen

From the Camp Screen, you can arrange Decks or change the configuration of the game. This is one of the most important aspects of the game. The Camp Screen appears when you press the Y Button from the Field Screen or the Sub-World Screen. It is composed of two sections, the Character Windows and the Camp Menu.

CHARACTER WINDOW

Detailed character parameters and statistics are displayed in the Character Window of the Camp Menu. Tilt the C Stick Up or Down to scroll through the characters. Tilt it Right or Left to either focus in on the details of the selected character, or zoom out to view a more basic overview of multiple characters.

Camp Screen *continued...*

PARAMETERS

Lv	Character's level is displayed. Leveling Up can only be done in the church (see pg. 21).
HP	Character's health points are displayed. If HPs reach 0, the character can no longer participate in battle.
Deck	Displays the current number of Magnus included in the Deck out of the maximum amount of Magnus that can be held in the Deck.
Class	Character's class is displayed. Upgrading your Class can only be done in the church (see pg. 21).
Hand	Displays the number of Battle Magnus that will be in your hand during combat.
Age	Character's age.
ATK	Attack Level. The number displayed is combined with Magnus strength during battle for offensive purposes.
DEF	Defense Level. The number displayed is combined with Magnus strength during battle for defensive purposes.
AGL	Agility. The higher this value is, the faster the character can move.
VIT	Vitality. The higher this value is, the more HP the character will receive when Leveling Up.
ComboMax	Displays the maximum number of Magnus that the character can play in one turn of battle.
I.T.	Initial Time. This shows the time limit you have to use the first Magnus in a combat action. (see pg. 34). When an infinity symbol (∞) is indicated, there is no time limit.
Exp	Displays the current amount of experience points acquired by the character.

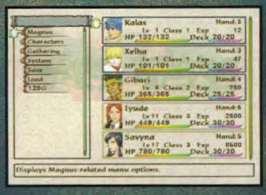
EQUIPMENT MAGNUS

Parameter Bonus	Bonuses, based on the Equipment Magnus currently in use, which are added to parameters.
Death	Determines level of resistance to Death attacks. Resistance levels change depending on what the character is equipped with.
Sleep	Determines level of resistance to Sleep attacks. Resistance levels change depending on what the character is equipped with.
Paralysis	Determines level of resistance to Paralysis attacks. Resistance levels change depending on what the character is equipped with.
Freezing	Determines level of resistance to Freeze attacks. Resistance levels change depending on what the character is equipped with.
Flames	Determines level of resistance to Flame attacks. Resistance levels change depending on what the character is equipped with.
Poison	Determines level of resistance to Poison attacks. Resistance levels change depending on what the character is equipped with.
Headache	Determines level of resistance to Headache attacks. Resistance levels change depending on what the character is equipped with.
Confusion	Determines level of resistance to Confusion attacks. Resistance levels change depending on what the character is equipped with.

Camp Screen *continued...*

CAMP MENU

Selecting 'Magnus' in the Camp Menu will reveal a sub-menu with several Magnus management options: Deck, Use, Equip, Drop, Quest, and Valuables.



MAGNUS

This sub-menu allows you to easily access and manage your Magnus. You can access and create a Deck full of Magnus for combat, and also use Camp Magnus from within this sub-menu.

> **DECK**

The Deck Screen is made up of the Stock Menu (on the left), the Deck Menu (on the right), and a Magnus Window (on the bottom).

- **Stock Menu** - All Magnus which the party has collected, but are not in a character's Deck, are stored here. Colorless Magnus can not be used by the selected character.
- **Deck Menu** - All these Magnus have been selected for use in battle. Each character has his or her own Deck.
- **Magnus Window** - This window displays information about the currently highlighted Magnus. Pressing the Z Button adjusts the window size.

> **CURSOR MOVEMENT**

Tilting the C Stick Up or Down will allow you to cycle through the Decks of each character currently in the party. Toggle the Magnus highlight cursor back and forth between the Stock and Deck menus by using the R1 Button while in Stock, and the L1 Button while in Deck.

> SORTING MAGNUS

A sort function allows you to change the Magnus display order in the Deck, Use, Equip, and Discard Screens. Press the Y Button while in any of the above listed screens to access the Sort Table. Select a sorting method with the Control Stick or the +Control Pad, then press the A Button to confirm your choice. The following table explains each sorting method.

SORT TABLE

Deck	All Magnus which can be used in the highlighted character's Deck are moved to the top of Stock.
Type	Magnus are sorted by type, such as weapon, armor, Camp Magnus, etc.
Element	Magnus are sorted by element, placing Fire, Water, Light, Dark, Chrono, Wind, or None at the top. Press the A Button to scroll through these options.
ATK	Magnus are sorted by attack levels. Press the A Button to toggle between strongest or weakest.
DEF	Magnus are sorted by defense levels. Press the A Button to toggle between strongest or weakest.
Spirit Number	Sorting is done by the Spirit Number located in the upper right corner of each Magnus. Press the A Button to choose from 1 to 9.
Found	Magnus are sorted by order of acquisition. The most recent find is placed at the top.

Camp Screen *continued...*

> **DECK ARRANGEMENT**

In order to move Magnus from the Stock Menu to the Deck, for use in battle, highlight the Magnus in Stock you wish to move, then press the A Button to confirm the selection. If the character's Deck is full, you must select the Magnus from the Deck you would like to swap out, and confirm with the A Button.

If the Deck is not full, the empty slots will automatically be filled with Pass Magnus, which have no effect when used in battle.

> **DISCARDING MAGNUS**

In order to discard a Magnus, highlight it and press the X Button to display the confirmation screen. Choose 'YES' at the confirmation screen, then press the A Button to confirm your choice and permanently discard the Magnus.

NOTE: Some Magnus cannot be discarded.

> **CHARACTER USE OF MAGNUS**

Any Magnus that is not grayed out can be put into the Deck of the highlighted character for use.

> **MAGNUS CONDITIONS OF USE**

These are displayed in the upper right corner of the Magnus Window. The "Combo" number indicates how many Magnus must be used in battle before the highlighted Magnus can be used.

> **MAGNUS STATISTICS**

These are displayed in the upper left corner of the Magnus Window. Attack, Defense, and Use statistics are displayed here.

USE

Selecting Use will take you to the Use Screen. This screen allows you to use Camp Magnus from the Stock Menu on characters in your party. First, highlight the desired Camp Magnus, then press the A Button to

confirm your choice. Next use the Control Stick or +Control Pad to move the cursor to a character to use the Camp Magnus on, and press the A Button to confirm. Camp Magnus can be discarded in the same manner as mentioned in the Discard Section of this manual.

EQUIP

The Equip Screen displays Equipment Magnus in the Stock Menu and allows you to equip the selected character. Use the Control Stick or +Control Pad to highlight the desired Equipment Magnus, and press the A Button to confirm. If the highlighted character is already equipped, the selected Equipment Magnus will flash. Press the A Button once more to swap the new Equipment Magnus in Stock with the one already being used by the character. Highlight the desired character by tilting the C Stick Up or Down to move the cursor. Equipment Magnus can be discarded in the same manner as mentioned in the Discard Section of this manual.

DROP

Choosing Drop takes you to the Drop Screen. Highlight the Magnus in the Stock Menu you wish to Drop from Stock with the Control Stick or +Control Pad, then press the A Button to confirm. Highlight 'YES' at the confirmation screen, then press the A Button to drop the Magnus.

NOTE: Grayed-out Magnus cannot be dropped.

QUEST

This option allows you to examine Quest Magnus currently in the party's possession, and to revert them back to Blank Magnus if desired. To revert a Quest Magnus back to a Blank Magnus, highlight one with the Control Stick or +Control Pad, press the A Button to display a confirmation screen, choose 'YES,' then press the A Button once more to confirm.

NOTE: Some Quest Magnus cannot be reverted to Blank Magnus.

Camp Screen *continued...*

VALUABLES

Selecting 'Valuables' from the Magnus sub-menu allows you to read about the Valuables you have collected on your adventure. An explanation for each highlighted Valuable is displayed at the bottom of the screen. Use the Control Stick or +Control Pad to highlight the desired Valuable.

CHARACTER

Open up the Characters sub-menu to access three options: Status, BTL Members, and Order. Each option is explained in detail below.

> **STATUS**
This option allows you to examine the current state of the characters in your party. When there is more than one character in your party, the window on the right side of the screen may be adjusted to view one, or several characters at one time by tilting the C Stick Left or Right to minimize or maximize the highlighted character window.

> **BTL MEMBERS**
This option zooms in on the selected characters that will participate in battles.

> **ORDER**
When there are more than three characters in your party, this option allows you to select three characters to participate in battle, and also to change the order of the battle participants. Use the Control Stick or +Control Pad to highlight a character, then press the A Button to select that character. Select another character in the same way, and the two characters will swap positions. Only the first three characters displayed at the top will participate in battle.

GATHERING

Open up the Gathering sub-menu to access three options: Magnus, SP Combos, and Music. Each option is explained in detail below.

> MAGNUS

This option takes you to the Magnus Screen, where you can view all of the Magnus you have encountered on your journey. Magnus which are actually in your possession, as well as Magnus you have seen in shops, etc. are all recorded here. View an explanation of each Magnus in the Magnus Window by moving the Control Stick or +Control Pad to the desired Magnus.

> SP COMBOS

This is a log of all the Special Combos (see pg. 44) you have performed during battle.

> MUSIC

This is a log of all the game music which has been heard so far in the game. Select a title with the Control Stick or +Control Pad, then press the A Button to play the song.

SYSTEM

Open up the System sub-menu to access several options: Auto Sort, BTL Tips, BTL Results, Rumble Feature, Voices, Sound Output, and Time. Each option is explained in detail below.

> AUTO SORT

Toggles Auto Sort On or Off (default: Off).

> BTL TIPS

Toggles the display of Magnus details shown in battle On or Off. (default: On).

> BTL RESULTS

Sets the display method for combo results in battle. It is possible to view detailed info for combo results (Show All) or only the damage values for combo results (Popup Only). (default: Show All).

Camp Screen *continued...*

> **RUMBLE FEATURE**
Toggles Rumble Feature On or Off. (default: On).

> **VOICES**
Toggles voice clips On or Off. (default: On).

> **SOUND OUTPUT**
This option displays sound settings: Mono, Stereo, and Surround. (default: Stereo).

> **TIME**
Displays how many hours the game has been played.

SAVE

Saving is possible when your character is inside a Save Flower (Red Flower) or a Warp Flower (Blue Flower) on the Field Screen, or from the Sub-World Map Screen. Press the A Button when you step inside a Save Flower or a Warp Flower, or open the Camp Screen and choose Save. To save a game, choose a Nintendo GameCube Memory Card Slot in which a Nintendo GameCube Memory Card has been inserted, and then press the A Button. Next, choose a saved game file, then press the A Button. A confirmation screen will appear. Choose YES then press the A Button to save.

LOAD

Previously saved game data can be loaded at any time during gameplay. Open the Camp Screen and choose Load to load a save game file. To load a game, choose a Nintendo GameCube Memory Card Slot in which a Nintendo GameCube Memory Card has been inserted, and then press the A Button. Next, choose a saved game file, then press the A Button. A confirmation screen will appear. Choose YES, then press the A Button to load the saved game.

MONEY

This is the current amount of money your party has in possession.

Battle

Battle Magnus are used to combat enemies. A Battle Screen is made up of the following elements:

1 Target Cursor
The target cursor shows which enemy or party member is being targeted. Press the L Button to target enemies. Press the R Button to target party members. Press the buttons repeatedly to cycle through enemies or party members.

2 Magnus Information
Displays the name and information for the highlighted Magnus.

3 Character Windows
The HPs of party members participating in battle are indicated in these windows. Only highlighted characters are active.

4 I.T.
Initial time shows the amount of time left for you to choose the first Magnus in a turn. If a Magnus is not selected within the initial time (except when defending) the turn will be terminated and passed on to the next character. When the "∞" is on screen, there is no time limit. Initial time shortens for characters as they enhance their classes.

Battle *continued...*

5 Number of Magnus
The number of Magnus left in a deck.

6 Magnus
The number of Magnus in your playable hand. A character's class determines how many cards can be in his or her hand during battle.

7 Magnus Selection Cursor
This cursor points to the Magnus which you have highlighted. The cursor's shape indicates whether or not you can select the highlighted Magnus. A fist-shaped cursor means you can select the Magnus, and an hourglass beside the cursor means you cannot.

BATTLE MODE

When your party makes contact with an enemy on the Field Screen, you will be taken to the Battle Screen.

THE BATTLE BEGINS

When a battle starts, the Battle Magnus in your deck will be shuffled and dealt into your hand, shown on the lower left side of the screen. Select and play the Battle Magnus you want for each turn.

OFFENSE

When attacking, you must choose the next Battle Magnus before the previously selected Magnus has been activated as an actual attack, or else your time will run out. Tie together a string of attacks during one turn to form a Combo. Finishing Move Magnus can deal heavier damage to enemies.

Other aspects to consider when on offense:

- Magnus which have opposite elemental properties will offset each other if used together in one turn. Try to avoid offsetting elemental properties, as it reduces the overall damage inflicted.
- Using Magnus in a certain order results in a Prize (see pg. 43).

NOTE: Each character has his or her own unique Finishing Move Magnus which can cause a great deal of damage if used correctly. Consider the following examples.

Sword Style - Blue Storm: This Finishing Move Magnus can only be used after another Magnus has been played. Example: If the "Saber" Battle Magnus is played first, the "Blue Storm" Magnus will be enabled and you can play it.

When using a Finishing Move Magnus, the character's turn will end regardless of whether or not you have used the maximum number of Magnus combos for that turn. Taking that into consideration, use a Finishing Move Magnus as your last move to maximize on the Magnus you can play and the damage you inflict.

Battle *continued...*

DEFENSE

Use Defensive Magnus to reduce the total amount of damage inflicted on your characters by enemies. Timing is important. You must choose a Defensive Magnus to protect your character just before an enemy attack. If your timing is off, the character will not properly defend against the attack. Some other points to consider when on defense:

- The number of usable Defensive Magnus is equal to the amount of attacks dished out by the enemy.
- Defensive Magnus are mostly made up of protective equipment, such as armor, clothing, helmets, etc. However, some weapons can be used for defense.
- When using Defensive Magnus charged with effects or resistance properties, both the defensive points and effects / resistance are immediately factored into the battle.

SHUFFLING THE DECK

If all the Magnus in a character's deck have been used, they will automatically be shuffled and put back into the deck for use. Shuffling the deck takes one turn, so the character cannot move or attack during this time.

ESCAPING

A specific Escape Magnus is required to escape from a battle. It must be placed in a character's deck prior to battle, and must be selected at the beginning of a turn to be effective.

NOTE: Characters cannot escape during a Boss Battle.

BATTLE RESULTS

Battle results are displayed at the end of each offensive, defensive, and recovery turn. The battle will continue until one side emerges victorious. The Battle Result Screen, as it appears for offense/defense, is displayed as follows:

OFFENSE/DEFENSE SCREEN

1. **Magnus used** - The Magnus that were used in this turn are displayed here.
2. **Offense** - Damage values from the attack, broken down into elemental and physical damage, are listed here.
3. **Defense** - Defense values in response to the attack, broken down into elemental and physical damage, are listed here.
4. **Result** - The total damage value, offense values minus defense values, for each category.
5. **Total** - The total damage inflicted, before factoring in Prize bonuses.
6. **Prize** - A Prize bonus is attained by playing Magnus in specific orders.
7. **Final Damage** - Total amount of damage inflicted, including the Prize bonus.

Battle *continued...*

BATTLE RESULT SCREEN: Recovery

After using Magnus to recuperate your characters, the Recovery Screen will be displayed:

1. **Magnus Used** - Magnus the character played in this turn are displayed.
2. **Recovery** - Amount of recovered HPs
3. **Total** - Amount of HPs recovered by using Recovery Magnus.
4. **Prize** - A bonus attained if the Magnus are played in a certain order.
5. **Final Recovery** - The total amount of HPs recovered, including the Prize bonus.

NOTE: Be careful when deciding upon a target, because you can only use your Magnus against that one target until the turn is finished. Example of targeting failures:

- If you use a recovery Magnus on an enemy by mistake when you're attacking, the enemy will be healed.
- If you use a Magnus that has attack strength on a party member by mistake, the party member will be damaged.

END OF BATTLE

The end of a battle occurs when either your party members win or the enemies you encounter win.

· **Winning a battle**

Most battles are won and experience is acquired when you reduce the HP of all enemies to 0. However, there are other ways to win a battle.

You will acquire experience when you win a battle. The distribution of acquired experience is listed below. You may also obtain new Magnus as well.

A character participating in battle	100% of acquired experience
A character not participating in battle	50% of acquired experience
A character disabled in battle	25% of acquired experience

· **Losing a battle (Game Over)**

Your game is over when all party members participating in a battle are unconscious. In this situation, the game is not saved and you are returned to the title screen.

· **Retry**

You can only retry a battle when losing to a boss-class enemy. You enter the Camp Screen when you choose to retry, and can rearrange character Decks. When you close the Camp Screen, the battle will begin.

Battle *continued...*

USING MAGNUS IN BATTLE

In this section, you will learn about the use and limitation of Magnus in battle, and how to play Battle Magnus with the C Stick.

CHOOSING MAGNUS

Both the A Button and the C Stick can be used to play Magnus in battle. The direction in which you tilt the C Stick will correspond to the position occupied by a Spirit Number on the highlighted Magnus. For example, when you want to choose Spirit Number "8" on the lower left of the highlighted Magnus, tilt the C Stick Down and Left.

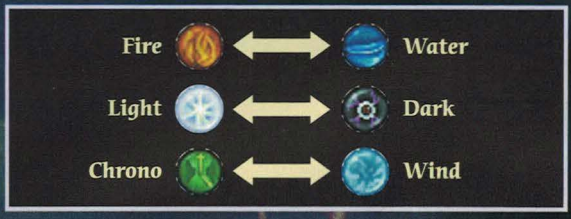
If you press the A Button instead of tilting the C Stick, the Spirit Number on the upper right is automatically chosen. It will be easier to attain a Prize bonus if you select Spirit Numbers using the C Stick.

CONDITIONS FOR USING MAGNUS

Certain Magnus cannot be used until after one or more other Magnus are used within the turn. For example, a Finishing Move Magnus is enabled only after the second Magnus is played in an offensive turn. Conditions of use for each Magnus can be checked in the Camp Screen's Magnus Window.

ELEMENTS

Some Battle Magnus have elemental properties such as Fire, Water, Light, Dark, Chrono, and Wind. They are paired in an opposing relationship as shown in the diagram below. Elements are distinguished and represented by the background color of Magnus. A Magnus with no such properties is represented by a yellow background.



Magnus offset each other when their elements are in opposition. Use these elemental effects wisely to increase damage when on offense, or to reduce damage inflicted when on defense.

During both offensive and defensive turns, effects are cancelled out if you simultaneously use Magnus that have opposite elemental properties. For example, using a water-based Magnus with an attack strength of 17, along with a fire-based Magnus with an attack strength of 16, will ultimately result in a water-based Magnus with an attack strength of 1.

Battle *continued...*

STATUS AILMENTS

During battle, a character's status may be affected by an enemy's attack. Some status ailments are automatically cured at the end of a battle. However, some status ailments persist after battle, so it would be wise to cure them as soon as possible. Ailments that persist after battle can be cured with certain Magnus, or by visiting a Shop and opting to "Rest Your Wings."

Sleep	A character falls asleep. His/her turn is skipped while asleep. The character wakes when damaged during sleep.
Paralysis	A character is paralyzed and can't move. His/her turn is skipped.
Freeze	A character is frozen and can't move. His/her turn is skipped and only returns to normal when attacked by fire.
Flame	A character is surrounded by fire and damaged every turn. The character returns to normal when attacked by a water-based attack. If not attacked by water during battle, this ailment persists after battle until cured.
Poison	A character is damaged by poison every turn. If not cured during battle, this ailment persists afterwards until cured.
Headache	A character gets a headache and the Spirit Numbers of a Magnus change from being displayed in the four corners to appearing on the top, bottom, left and right sides of the Magnus.
Confusion	A character is confused and the Spirit Numbers constantly rotate.
Unconscious	A character cannot do anything for the remainder of the battle and his/her HPs are reduced to 0. This ailment persists afterwards until cured.

PRIZE

The Prize is a bonus which can be attained during battle. When using multiple Magnus during offense or defense, a Prize bonus may be added to the total amount of damage or recovery, depending on the combination of Spirit Numbers. Prize results are displayed on the Battle Result Screen (see pg. 38).

Here are some examples of how to attain the Prize bonus:

· **Straight Prize**

When looking at the display of Magnus used in a turn on the top part of the Battle Result Screen, a Straight Prize occurs if the Spirit Numbers are in order sequentially, in either ascending or descending order. No bonus is attained if even one Magnus is out of sequential order, such as with 2, 3, 5.

· **Card Prize**

When looking at the display of Magnus used in a turn on the top part of the Battle Result Screen, a Card Prize occurs if the Spirit Numbers are all the same number. The Prize is not obtained, however, if even one Magnus has a different Spirit Number from the others, such as 4, 4, 4, 6, 4.

Battle *continued...*

SPECIAL COMBO

When certain Magnus are played in a particular order during battle, Special Combos (SP Combos) are formed.

NOTE: A Grilled Fish Magnus is created when using a Fatty Tuna Magnus, and then a Fire Burst 1 Magnus in battle.

Hints are concealed in Magnus explanations shown in the Magnus window on the Camp Screen (see pg. 23). Try a variety of combinations with Magnus in the deck, even those that seem useless for fighting. Some Magnus can only be created with certain Special Combos. The Special Combos discovered or created are recorded in the "SP Combos" section on the Camp Screen (see pg. 23).

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Notes

Notes

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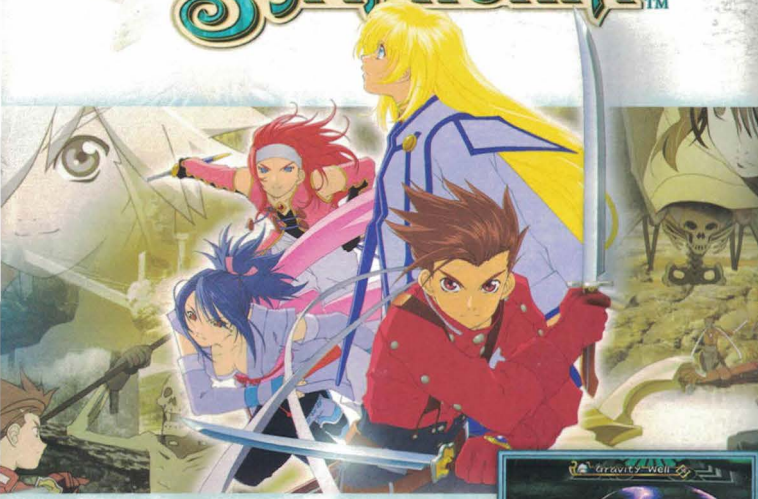

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